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The Final Exam

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Quest Background

Today is your final exam before being released upon the world as a band of heroic warriors. It is your job to survive this rite of passage as you delve into the dungeon specially designed and stocked by the very teachers and mentors that have helped you hone your skills for so many years.

This time you will be forced to find your own means to defend yourself. No weapons. No armor. No potions. No glyphs taking you to town. No Gold either! Only your resourcefulness and learned cunning will protect you from the horrors below.

Within the arena a great crowd has gathered to watch the event, as oversized magical orbs, known as Orbitrons, display your movements within the dungeon. With a deafening thunder of cheers you nervously enter your final examination!

Quest Goals

The goal is to find your equipment as you proceed throughout this dungeon. If you escape you will be graded as a team based on how many Conquest points you have remaining. If you should ever run out of points the entire party fails and will be held back for a humiliating year at the academy.

Special consideration: while in the "Final Exam" each trap succesfully avoided and/or Master creature defeated by the heroes earns them 1 conquest token.

Additionally glyphs have been activated by some unholy force and thus provide no conquest points. They transport you from glyph to glyph but not to a town. They also will give you an item depending on the amount of gold placed upon them. See specific areas for further details.

The heroes begin their exam with 5 Conquest points. Should they ever lose all CP they have failed the Final Exam and must repeat the final year at the Academy.

Important: Heroes begin the dungeon without any equipment, potions, weapons, etc. Nor do they have gold to spend beforehand. They enter the dungeon empty handed and must find any and all equipment within the Final Exam!

Heroes that are killed will end up in the "Infirmary" and are placed on the town token. No shopping of any kind may be done there. They may transport from the Infirmary to any revealed glyph.

Entrance

The surging chants of hundreds of fellow classmates reverberates dully around you within the entryway of the dungeon. Although none of you knows what lies ahead in the opressive darkness you all step inside in unison. With an unceremonial clang a metal portcullis slams down behind, sealing you all in. . . .

Important: Since the heroes start without weapons, or any other equipment whatsoever, they may use unarmed melee attacks by rolling a single Red die.

Once defeating a skeleton a hero can use its bow until further weapons can be found. They are cross bows as found in the market.

The overlord may not spawn any creatures in this area.

Area 1

You have made your way to what remains of a once ornate antechamber. Beautiful teak paneling covered in gold leaf accents have been ruined by the numerous cave-ins. Even now you doubt the ceilings will support their own weight much longer as debris and dust periodically pelt you from above.

Important: Cave-ins and collapse are likely in the antechamber thus all crushing block and pit traps cost 1 threat less than normal. If playing such a trap would effectively seal the heroes in then it may not be played on that square.

The glyph here is glyph of healing. Placing 300 Gold will heal all heroes to full health. 100 Gold on it it will heal a hero to full health. For 50 gold it will provide a potion of healing. It has only 3 uses before its healing properties are exhausted though it will still transport to another discovered glyph.

Area 2

Every inch of this grand hallway is covered in highly polished metal mirrors, allowing you to see with exceptional clarity around its corners. Its inhabitants seemed to have noticed this too as the hounds of hell come bounding towards you from the other end.

Important: For the purposes of spawning the heroes always have line of sight in this area.

The glyph here is a glyph of training. By placing 500 Gold (or items worth this much) upon it it will grant the hero 1 training token of his choice.

Area 3

There is no doubt that you have entered the lair of the manticore. The bones of its many victims are arranged in such a way as to appear that they are begging for mercy or forgiveness. As you walk past, their whispered warnings ring chillingly in your ears. In the distance a massive form unfurls sail-like wings from behind a pool of water.

Important: The large pool of water in this room is actually made of acid. Any figure that moves through the pool takes 2 damage ignoring armor. Any figure ending its move in the pool takes 4 damage ignoring armor.

Upon killing the manticore the dragon in area 4 has been freed of its magical prison and will be free to attack the heroes.

With a final exhausted heave of your weapon the manticore

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falls dead at your feet. Your feeling of relief is short lived as a horrendous dragon's roar coupled with a terrible crash of toppling stone shakes the very room. It seems the magics imprisoning the drake have died with it's master!

Area 4

This huge cavern is lit with torchiers lining the walls. The centerpiece of the cavern however is an enormous stone cage reinforced with powerful magics. Trapped within is a slumbering dragon snoring softly.

Important: If the heroes use the west glyph: This is a merchant glyph you may purchase any non treasure items here.

If the heroes use the east glyph: This is a healing glyph. For 300 all heroes will be healed to full wounds, 100 Gold a hero will be healed to full wounds, or for 50 it will provide a healng potion. It has 3 uses before the magics are exhausted.

The heroes are in no danger from the dragon unless it has been freed of it's cage by killing the manticore in Area 3. NOTE: Players wishing an optional challenge could allow breath attacks from the dragon although still trapped in its cage. However the players cannot attack it until the magic holding it here is broken and it is free of its cage.

Area 5

This enormous cave is unmistakably beeing used as a spider nest. Everything is covered in some kind of webbing as the clacking of bane spiders echo eerily all around you. In the distance you spot a figure struggling to break free of the web he is encased in.

If a hero ends his move on the encounter they can break Jaffrey the groundskeeper free of the web. Allowing him to escape to safety. The heroes gain 3 Conquest for rescuing him.

Area 6

This chamber is so dark that even the light from your torches seems to be sucked into the vary walls themselves.

Important: Line of sight for this area is 3 squares maximum. The Overlord and heroes are equally effected by this.

The glyph is a glyph of endurance. Placing 100 Gold on the glyph causes all heroes to have fatigue replenished to max. For 25 gold a Vitality potion will appear on the glyph.

If a hero ends his turn on the NORTH encounter the darkness is lifted.

As you step upon the ornate glowing symbol of fire the entire room erupts in a flash of blaze and brimstone. Shielding your eyes from the sudden ample light your vision begins to adjust. The darkness has been lifted!

Important: If the hero ends his turn on the WEST encounter he finds several pieces of equipment.

You discover a small chest with some basic equipment within. After taking a quick inventory you discover there is 1 shield, 1 dagger, 1 Wizard staff, and 1 sword and enough suits of leather armor for each hero.

Conclusion

You emerge from the dungeon victorious! The blinding sunlight and deafening roar of your classmates is nearly overwhelmeing. Congratulations, booms the headmasters voice, you have bested our dungeon and have proven worthy to call yourselves true champions! You have all passed your test and now have your entire futures ahead of you. And with more than a little bit of pride I present your diplomas.

The End!

Depending on how many conquest points the heroes finish the mission with they can be graded on their overall performance.

Grade Points
D- 1
D 2-3
D+ 4
C- 5
C 6-7
C+ 8
B- 9
B 10-12
B+ 14-15
A- 16-17
A 18-19
A+ 20+

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